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1. A system for rendering fonts, the system comprising:  
a memory having stored therein a data structure, the data structure including at least one font array; and  
a graphics controller coupled to the memory, the graphics controller accessing a font array of the data structure, the graphics controller comprising memory for holding information read from the font array.

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2. The system of claim 1 wherein the memory comprises a frame buffer.

3. The system of claim 1 wherein the memory comprises a system memory.

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6. The system of claim 4 in which each of the characters comprises a plurality of bits per pixel.

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14. The system of claim 7 in which the graphics controller comprises:  
a set of registers for utilizing the information within the plurality of font arrays such that font characters can be efficiently retrieved and rendered.

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26. A method for rendering fonts, the method comprising:  
accessing a data structure located in a memory, the data structure including at least one font array;  
reading information from a font array of the data structure; and  
placing the information read from the font array in memory resident on a graphics controller.

27. The method of claim 26 wherein the memory comprises a frame buffer.

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cont.

28. The method of claim 26 wherein the memory comprises a system memory.

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37. The method of claim 32 in which the graphics controller includes:  
a set of registers for utilizing the information within the plurality of font arrays such that font characters can be efficiently retrieved and rendered.

Please add the following new claims:

48. A system for rendering characters, said system comprising:  
a memory having stored therein a data structure, said data structure comprising glyph information for each of a plurality of characters, said data structure also comprising size width information and size height information for each of said characters; and

A11

a graphics controller coupled to said memory;  
wherein glyph information for a character to be rendered, said size width information and said size height information are read to registers of said graphics controller from said data structure, said graphics controller using said glyph information to render said character in a frame buffer according to said size width and size height information.

49. The system of Claim 48 wherein said memory comprises a portion of said frame buffer.

50. The system of Claim 48 wherein said memory comprises a plurality of data structures, each of said data structures corresponding to a particular character font.

51. The system of Claim 48 wherein each of said characters in said data structure is identified by an index.

52. The system of Claim 51 wherein said graphics controller receives a value for said index.

53. The system of Claim 48 wherein said graphics controller receives a value that points to said data structure.

54. The system of Claim 48 wherein said graphics controller receives values for the horizontal and vertical locations in said frame buffer for rendering said character.